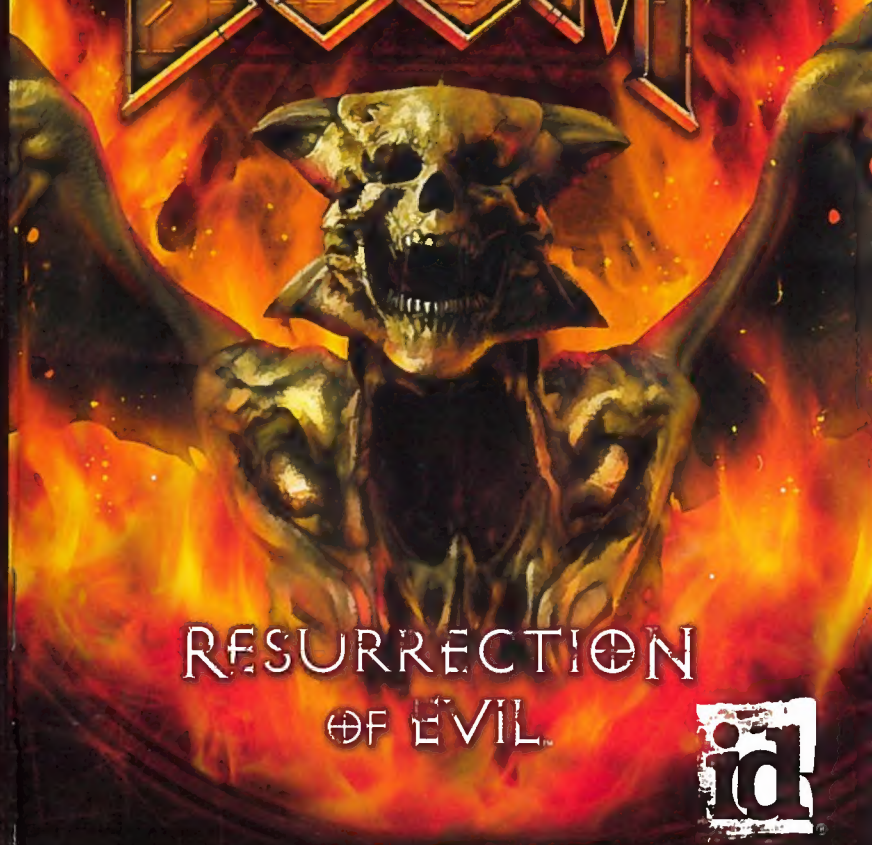XBOX

LIVE ONLINE ENABLED

DOOM³

RESURRECTION OF EVIL

id

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

INTRODUCTION

It's been almost two years since a mysterious incident shut down the UAC base on Mars. Several months ago, one of the UAC satellites still monitoring the red planet detected a beacon originating from Site 1. This early research facility was long forgotten, even before the invasion. Now you're a Marine combat engineer, part of a massive research and security team led by Dr. Elizabeth McNeil. Your team is being sent back to Mars in an attempt to find and investigate the source of this strange signal. What you'll find, nobody knows, but hopefully it'll offer new insight into the ancient civilization that once inhabited the planet.

As your transport nears the surface, you can't help but wonder what type of "accident" could have killed so many two years ago—and could it happen again?

GETTING STARTED

After starting DOOM 3: Resurrection of Evil, press the ● button to access the main menu. Here you can choose between Single or Multiplayer modes, or change your game settings.

Campaign — Choose this to begin or continue a Single Player game. If starting a New Game, choose your difficulty level from one of the options available. Nightmare mode must be unlocked by completing the game in another difficulty level.

- **New Game** — Select difficulty and start a new game.
- **Load Game** — To load a saved game, highlight the name of the saved game from the list and press the ⓐ button.

Multiplayer — Join or host a game on Xbox *Live* or System Link.

- **Xbox *Live*** — Connect via the Internet to play DOOM 3: **Resurrection of Evil**, on Xbox *Live*.
- **System Link** — Connect Xbox consoles locally using an Xbox System Link Cable or via your LAN. Up to four players can join.

Settings — Configure game and system settings. These settings are global and apply to both Single and Multiplayer.

- **Thumbsticks** — Choose one of four thumbstick configurations that affect looking and movement. You can also invert your look direction from this menu.
- **Buttons** — Choose one of three configurations for button controls.
- **D-Pad** — Customize your D-Pad for easy weapon access by choosing a direction on the D-Pad, pressing the ⓧ

button, then choosing the weapon you want to access and pressing the **Ⓐ** button.

- **Game** — Configure your game options:

  >> **Crouch** — Set to Hold if you want to hold the button, Set to Toggle if you want to have it turn on and off with the press of the button.

  >> **H Sensitivity** — Choose how fast you want the crosshair to move from side to side.

  >> **V Sensitivity** — Choose how fast you want the crosshair to move from top to bottom.

  >> **Auto Switch** — If this is set to Yes, you'll immediately switch to the next new weapon you pick up.

  >> **Auto Reload** — If this is set to Yes, the next pull of the trigger will reload the weapon if ammo is available.

  >> **Sprint Look** — Depressing the sprint button in combination with a look direction speeds up your turning speed.

  >> **Aim Assist** — If this is set to Yes, you'll get a little help targeting monsters. This setting does not affect your aim in competitive Multiplayer matches.

- **System** — Adjust video, vibration and headphone settings.
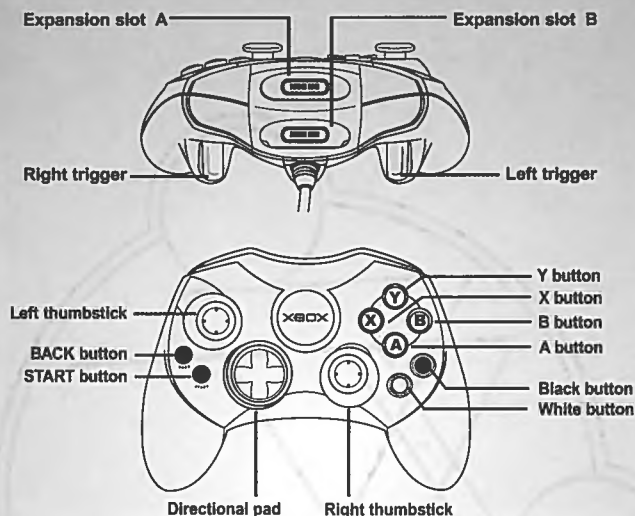
  >> **Contrast** — You can change the screen contrast with this setting.

  >> **Brightness** — You can change the screen brightness with this setting.

  >> **Vibration** — If this is set to Yes, the controller will actively use vibration feedback.

  >> **Headphones** — If this is set to Yes, the sound playback will be balanced for headphone use.

GAME CONTROLS

Expansion slot A
Expansion slot B
Right trigger
Left trigger
Left thumbstick
Y button
X button
B button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick

Ⓐ — Jump

Ⓑ — Next Weapon

Ⓨ — Previous Weapon

Ⓧ — Reload

▶ button — Pause Menu

◀ button — Quicksave

Ⓡ thumbstick — Look/Aim

Ⓛ thumbstick — Move Player

● — Quick Weapon Select

R trigger — Fire/Activate

L trigger — Sprint

Black button — PDA (the game pauses when the PDA is up)

White button — Flashlight/Pistol

Click **Ⓡ** thumbstick — Zoom

Click **Ⓛ** thumbstick — Crouch

Note: Controller configuration options are available in the Settings menu.

GAME DISPLAY

1) **PDA/Video Disk Indicator** — When you pick up a new PDA or video disk, these icons appear. Press the **Black** button to view your PDA and examine the new information.

2) **Armor** — Displays how much armor you have on. The maximum is 125. When you're shot or damaged, some of the impact is absorbed by the armor you wear. When armor is over 100 in Multiplayer, it slowly reduces itself to 100.

3) **Health** — The amount of damage you can take. You are completely healthy when the number reads 100. As you're shot or injured, this number decreases. If the number reaches 0, you will die and the demons will feast on your lifeless body. Picking up health packs or using health stations increases your health.

4) **Stamina** — The orange bar indicates how much stamina you have left. As you sprint, your stamina decreases. If your stamina is completely depleted, you will not be able to sprint. When you stop sprinting, your stamina slowly replenishes. There is no stamina in Multiplayer.

5) **Area Name** — As you walk through the UAC facility on Mars, this indicates your location.

6) **Clip Ammunition** — The amount of ammunition in your current weapon. Reload (🅧 button) to fill it from your reserve ammunition. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).

7) **Reserve Ammunition** — The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).

8) **Weapons Carried** — The blue dots indicate which weapons you're carrying. When your clip and reserve ammo is fully depleted, the corresponding dot turns red. An empty space means you have not acquired that weapon yet.

9) **Crosshair/Cursor** — Your crosshair generally assists in aiming. However, as you approach other UAC personnel, your weapon lowers and your crosshair indicates that you can talk to the person. Their name appears next to the crosshair. **When you approach a computer panel or other graphical interface, your weapon lowers and your crosshair becomes a pointer you can use to interact with the information on-screen.**

10) **Artifact Charge** - Charges for the Artifact are shown here. For more info on the Artifact, please see the Weapons section on page 11.

UNDERSTANDING
YOUR PDA

This crucial piece of hardware contains your security clearance (some locks require a scan of your PDA), your mission objectives and access to the data contained in other PDAs you find. When you find or are given another person's PDA, their information and security clearance is automatically downloaded to your PDA. You can read e-mails and play audio and video logs created by other UAC personnel to find critical or useful information about your surroundings and your mission. To access your PDA, press the **Black** button (the game will pause when the PDA is up).

Your PDA is often your most valuable piece of equipment. Refer to it often and keep an eye open for the PDAs of other UAC employees.

- Your PDA displays your current mission, available weapons and any inventory items you're carrying.

- Read e-mails and listen to audio logs to retrieve security codes and other valuable information about the facility.

- Video disks provide important information and tips about combat, weapons and the UAC environment.

- Your PDA includes an embedded security clearance and is often used as a key to unlock doors and secured areas.

To enter and exit the PDA, press the **Black** button (by default).

Navigate the tabs on the bottom of the screen by pressing ⬅ or ➡ on the D-Pad.

- **User Data:** Your personal PDA information is always located at the top of the PDA Files list. When you pick up or are given a PDA from another UAC employee, their information and security clearance are downloaded directly to your PDA. Select **Personal** from the list by pressing ⬆ or ⬇ on the D-Pad, then press the Ⓐ button to read e-mails or review audio and video logs. You will now be able to scroll through the available e-mails, video disks and/or audio logs by pressing ⬆ or ⬇ on the D-Pad. Access the item by highlighting it then pressing the Ⓐ button. Back out to the previous screen by pressing the Ⓑ button.

  >> **PDA Files** — Select Personal from the list by pressing ⬆ or ⬇ on the D-Pad. Your data will appear displaying name, current location, rank and security clearance. To browse the information from another UAC employee's PDA, select their name from the User Data list.

>> **E-mail** — Select a name from the list by pressing ↑ or ↓ on the D-Pad and then pressing the Ⓐ button. You will now be able to scroll through the available e-mails by using the D-Pad. Read an e-mail by pressing the Ⓐ button. E-mails acquired from other UAC personnel can contain security codes, locker codes or other valuable information. If an e-mail is sent directly to you, it appears in the User Data window when Personal is highlighted.

>> **Video Disks** — Select **Personal** from the list by pressing ↑ or ↓ on the D-Pad then press the Ⓐ button to access the video disk player. Press ↓ on the D-Pad to highlight a video disk, then press the Ⓐ button to view it. If you find a video disk or a video is sent to you, it appears in the User Data when Personal is highlighted.

>> **Audio Logs** — Some of the PDAs you find may contain audio logs. These reports and journals are recorded into the PDA. Like e-mails, they often contain important information about your surroundings and the UAC. Audio logs can be accessed by selecting a name from the list by pressing ↑ or ↓ on the D-Pad and pressing the Ⓐ button. Press ↓ on the D-Pad to highlight an audio log then press the Ⓐ button to hear it. Audio logs continue to play if you exit the PDA.

• **Objectives:** Your primary and secondary objectives are listed here.

• **Inventory:** The weapons you're carrying are listed here. Select a weapon to learn valuable information and tips about using it.

WEAPONS

You will be deployed with the standard weapon load-out all security personnel receive. The UAC has also developed tools for assisting combat engineers in their work and security. Site 1 was abandoned years ago, and there may be additional useful and powerful weapons left behind by the previous team.

Pistol — Standard Marine issue semi-automatic pistol with mounted tactical flashlight. It's highly accurate and provides solid stopping power without expending too much ammo.

Ionized Plasma Levitator — Also known as "The Grabber," this tool is the latest in UAC commercial technology. By issuing a controlled plasma stream, The Grabber can lift and project small to medium-sized objects. Be careful with flammable storage containers.

Double Barrel Shotgun — The ultimate hunter's weapon. It may take longer to reload than a pump-action shotgun, but if you need to take down large game, this is your weapon of choice.

The Artifact — This strange object brought your team to Mars — and now you must unlock its mysteries. UAC archaeologists think it's somehow tied to the three demons that pursue it. They also believe it enables the bearer to do extraordinary things.

Press the ► button to pause your current game and bring up the in-game menu to access the following options:

Save Game — Save your current game. To save a game without accessing the menu, press the ◄ button. This quickly saves your progress and the game will appear as QuickSave in the load menu.

  NOTE: You can only have one QuickSave at a time.

Load Game — To load a saved game, highlight the name of the saved game from the list and press the Ⓐ button.

Settings — Configure game and system settings.

Exit Game — Quit the current game and return to the Main menu.

DOOM 3: **Resurrection of Evil** Multiplayer pits up to four battle-hardened Marines against each other in a test of combat skills and firepower. Compete in one of four game modes including Deathmatch, Team Deathmatch, Last Man Standing and Tournament.

Deathmatch

An every-Marine-for-himself slugfest. If you're the Marine with the most kills when time runs out or the frag limit is hit, you win.

Team Deathmatch

Pair up and compete to be the team with the most kills before time runs out or the frag limit is hit.

Last Man Standing

Each Marine has a limited number of lives. If all others have fallen and you're the last Marine standing, you win.

Tournament

Two Marines battle one-on-one while others watch and wait as spectators. When the battle's over, the first spectator in line becomes the new opponent while the loser moves to the end of the spectator line. The victor remains in the combat arena until defeated by another Marine.

XBOX *LIVE* AND SYSTEM LINK

Take DOOM 3: Resurrection of Evil Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Downloadable DOOM 3: Resurrection of Evil Content

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new levels) to your Xbox console.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Xbox *Live* Manager

Once **DOOM 3: Resurrection of Evil** is started, an indicator of your Xbox *Live* status appears in the top left corner of the screen. If you're signed in to Xbox *Live*, an option appears at the bottom of your screen that allows you to access the Xbox *Live* Manager by pressing the ⊗ button. The Xbox *Live* Manager contains the following options:

- **Players** — This displays players who are either active or have recently departed from your game session. Here, you can send or cancel friend requests, send feedback to Xbox *Live* or set voice options for other players. It's unavailable if you're not currently in a game.

- **Friends** — This contains all your Xbox *Live* friends. You can check a friend's game status, send voice messages, set voice options or send game invitations.

- **Messages** — To quickly check for any voice messages or friend requests, choose this option.

- **Settings** — Here, you can choose your voice mask, whether or not you want to appear online and if you want to hear communicator chatter through your speakers.

- **Statistics** — Where do you fall among the **DOOM 3: Resurrection of Evil** Xbox *Live* player community? Players are ranked based on frags, frag rate and deaths. To cycle through the various gametype standings (or overall ranking), press the 🅛 trigger. To cycle through the range of time periods, press the 🆁 trigger. Move through the pages using ⬅ and ➡ on the D-Pad.

From the main Xbox *Live* Manager menu, press the ⊗ button to sign out of Xbox *Live*.

Xbox *Live*

If you're part of the Xbox *Live* community, you can join or create your own matches over the Internet.

- **Quick Match** — This search brings up the first available Xbox *Live* session. You may only specify the gametype you wish to play. To search for another game, press the ⊗ button.

- **Optimatch** — This search allows you to browse all of the available DOOM 3: Resurrection of Evil games. To narrow your search, specify the gametype and/or map, or whether or not the host is tracking stats. Press the ⊗ button to refresh your list.

- **Create Match** — Create an Xbox *Live* session for others to join. When creating a match, you can change several options. Cycle your choices by pressing ⬅ or ➡ on the D-Pad. Move through the options by pressing ⬆ or ⬇ on the D-Pad. To change pages, use the R trigger and L trigger. Match Options descriptions are on page 17.

System Link — For local Multiplayer action, connect two Xbox consoles together using an Xbox System Link Cable or link up multiple Xbox consoles via your LAN.

- **Create Match** — Create a local session for others on your LAN to join. When creating a match, you can change several options. Cycle your choices by pressing ⬅ or ➡ on the D-Pad. Move through the options by pressing ⬆ or ⬇ on the D-Pad. See Match Options descriptions below.

- **Find Match** — This search brings up any available LAN sessions. To refresh the list, press the ⊗ button.

Match Options

Gametype	Select among Deathmatch, Team Deathmatch, Tourney or Last Man Standing.
Map	Select the map you want to play.
Friendly Fire	Available only in Team Deathmatch, this option enables or disables friendly fire between teammates.
	NOTE: Your health will not decrease from team damage, but your armor will.
Frag Limit	The player who reaches this score first wins.
Time Limit	The player with the highest score after the set time limit (in minutes) expires, wins. Once the time limit is reached, the map will reload with all players starting at zero frags. If the game is tied when the time limit is reached, the game will go into Sudden Death mode.
Max Players	Set the maximum number of players for your match. When creating an Xbox *Live* match, the game will detect your Internet connection speed and apply the recommended number of players. Setting the player number too high will decrease overall game performance.
Private Slots	Here you can choose the number of slots to reserve for players that are on your Friends List. This is set to 0 by default.
Stats Tracking	This enables Xbox *Live* tracked stats in your game. If this is on, the session will be subject to Xbox *Live* arbitration.

Once you've set the options you want, press the Ⓐ button to accept your settings and create a game.

CLASSIC DOOM

Ultimate DOOM, DOOM II & DOOM II Master Levels

In 1993, John Carmack and the id Software team broke new ground by creating the most immersive and intense first-person action game ever made. DOOM 3: Resurrection of Evil includes both Ultimate DOOM and its sequel, DOOM II as well as the ultra-challenging DOOM II Master Levels.

Getting Started

On the DOOM 3: Resurrection of Evil Main menu, choose Extras. Cycle through options with ⬅ and ➡ on the D-Pad. Move up and down with ⬆ and ⬇ on the D-Pad.

Game Controls

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
Y button
X button
B button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick
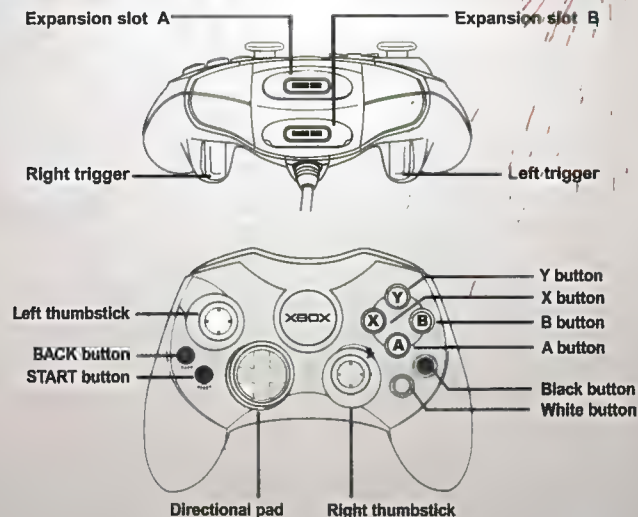
Ⓐ — Display Last Message
Ⓑ or D-Pad ➡ — Next Weapon
Ⓨ or D-Pad ⬅ — Previous Weapon
Ⓧ — Use/Activate
🄾 or ◁ button — Pause Menu
ⓡ thumbstick — Look/Aim
Ⓛ thumbstick — Move/Strafe
⬆ — Show Automap

🆁 trigger — Fire
🅻 trigger — Sprint
Black button — Zoom Out
White button — Zoom In

Using Doors, Switches & Elevators

To open most doors and operate switches, stand directly in front of them and press the Ⓧ button.

> NOTE: Some doors have security locks and require you to have a color-coded security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch on those doors.

Picking Up Stuff

To pick up an object, just walk over it. You're smart, and know if you need to take it.

The Automap

To help you find your way around, you're equipped with an automap device. By pressing ⬆ on the D-Pad, your normal view is replaced with a top-down map of everything you've seen so far. The white arrow represents you. You can zoom in and out by pressing the White or Black buttons, respectively.

> NOTE: You're able to move, turn and fire while viewing the Automap—but remember, your enemies are still active as well.

Completing an Area

At the end of each area there is an exit chamber. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, the Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time and a par completion time are all displayed. To continue to the next area, press the ❌ button.

Eternal Life After Death

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit; you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

NOTE: Jumping is very important while playing Classic DOOM. Though there is no jump button, you can leap from ledges by getting a running start. Remember to use the 🅛 trigger to sprint. The faster you're moving, the further you'll go.

In-Game Menu

You can bring up the menu at any time by pressing the 🅾 or ◀ buttons. Use 🔘 or 🅛 to move the skull icon up and down. When the skull is adjacent to a desired selection, press the 🅐 button to activate that selection.

New Game — If you want to jump into the action, select this. You'll be asked to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face.

Load/Save Game — Games can be saved or loaded at any time during gameplay. To save a game, select Save Game, then move the skull icon to any empty slot (or one you don't mind writing over) and press the 🅐 button. This option is only available if you're currently in a game. To load a game, simply select the appropriate game from the Load Game menu and press the 🅐 button to load it.

Quit Game — This returns you to the DOOM 3: Resurrection of Evil Main Menu screen.

Split-Screen Multiplayer

Cooperative Mode

Cooperative Mode allows players to join forces against the demons invading Mars and Earth. Up to four people can play.

Starting a Game — From the Classic DOOM menu, choose either Ultimate DOOM, DOOM II or DOOM II Master Levels, then for the Mode option, choose Cooperative. Then choose the number of players you want and what area you would like to play.

Deathmatch Mode

In Deathmatch, your mission is to kill everything that moves, including your buddies.

Starting a Game — From the Classic DOOM menu, choose either Ultimate DOOM, DOOM II or DOOM II Master Levels, then for the Mode option, choose Deathmatch. Then choose the number of players you want and what area you would like to play.

Winning — The rules for completing or winning a Deathmatch game have intentionally been left general. Any player can exit an area and force all the other players to move to the next area. Also, there's no limit to how many kills are required to win. We decided to leave it up to you. You know what you like best!

CREDI+S

DOOM 3: Resurrection of Evil
Developed by Nerve Software

Artist . . . . .Ted Anderson
Designer   . . . . .Adam Bellefeuil
Animator   . . . . .Jay Brushwood
Artist . . . . .Bryan Cavett
Animator   . . . . .Ronn Harbin
Artist . . . . .Jake Hernandez
Designer . . . . .Patrick Hook
Designer   . . . . .Brandon James
Artist .Pat Jones
Designer . . . . .David Kelvin
Artist . . . . .Steve Maines
Programmer . . . . .Brian Matt
Programmer . . . . .Darin McNeil
Programmer . . . . .Sean Mitchell
Designer   . . . . .Gregory Stone

Additional Development Support by id Software

Executive Producer . . . . .Matt Hooper
Animator   . . . . .James Houska
Associate Producer . . . . .Jason Kim
Designer . . . . .Steve Rescoe
Animator . . . . .John Root
Lead Artist . . . . .Kenneth Scott
Animator . . . . .Eric Webb

DOOM 3
Originally Developed by id Software

Artist   . . . . .Adrian Carmack
Technical Director . . . . .John Carmack
Artist . . . . .Kevin Cloud
CEO . . . . .Todd Hollenshead
Lead Designer . . . . .Tim Willits
Sound Design . . . . .Christian Antkow
Programmer . . . . .Timothee Besset
Designer . . . . .Mal Blackwell
Artist . . . . .Andy Chang

Programmer   . . . . .Jim Dosé
Media Artist . . . . .Pat Duffy
Lead Programmer   . . . . .Robert A. Duffy
Designer . . . . .Matt Hooper
Animator   . . . . .James Houska
Office Manager and id Mom . . . . .Donna Jackson
Designer   . . . . .Jerry Keehan
Artist . . . . .Seneca Menard
Animator . . . . .Fredrik Nilsson
Designer . . . . .Steve Rescoe
Lead Artist   . . . . .Kenneth Scott
Dir. Business Development   . . . . . . .Marty Stratton
Artist   . . . . .Patrick Thomas
Programmer . . . . .Jan Paul van Waveren
Development Assistant/Animator . . . . . . .Eric Webb
Programmer . . . . .Jonathan Wright

Additional Credits
Original DOOM 3 Xbox Developement and Additional
   Multiplayer Maps by . . . . .Vicarious Visions
Sound Design . . . . .Ed Lima
Theme for DOOM 3 Produced by . . . . . .Chris Vrenna
Theme for DOOM 3 Composed by   . . . . . .Clint Walsh
Additional Sound Effects Design   . . .Danetracks, Inc.
Additional In-Game Sounds . . . . .Chris Vrenna
Additional Story and Dialog . . . .Matthew J. Costello
Voice Recording and Production . . . . . .Womb Music
Voice Casting/Direction . . . . .Margaret Tang
VO Engineer/Editing/Monster FX . . . . .Rik Schaffer
Packaging Design . . . . .Hamagami/Carroll, Inc.
Manual Design & Layout . . . . . .Ignited Minds LLC
Additional Thanks . . . .Wendy Zaas, D. Wade Cloud, Jr.
                                        Brian Harris

Voices

Philip Clarke . . . . .Betruger
Jennifer Hale . . . . .Dr. Elizabeth McNeil
Wally Wingert . . . . .Dr. Cloud
Computer Voice, Additional VO . . . . . .Grey Delisle
Video Logs, Additional VO . . . . . . .Grant Albrecht
Additional VOs . . . . .Michael Bell, Steven Jay Blum
Michael Gough, David Kaye
Daran Norris, Andre Sogliuzzo
Scott Menville, Rino Romano
James Alcroft

Distributed by Activision

Production

Producer . . . . .Robert Berger
Production Coordinator . . . . .Taylor Livingston
Production Coordinator . . . . .Danny Taylor
Production Coordinator . . . . .Matthew Beal
Senior Producer . . . . .Jonathan Moses
VP, North America Studios . . . . .Mark Lamia

Localization Manager . . . . .Tamsin Lucas

Marketing/PR

Global Brand Manager . . . . .Tabitha Hayes
Associate Brand Manager . . . . .Doug McCracken
Vice President of Marketing . . . . .Dusty Welch
PR Manager . . . . .Mike Mantarro

Quality Assurance/Customer Support

Project Lead . . . . .Chris Puente
Senior Project Leads . . . . .Thom Denick
Glenn Vistante
QA Senior Manager . . . . .Marilena Rixford

Test Team

Floor Lead . . . . .Allan Manangan
Single Player Coordinator . . . . . .Mike Longnecker
Multiplayer Coordinator . . . . .Victor Durling
QA Team . . . . .Adam Hartsfield
Dustin Green, Steve Pastore
Siôn Rodriguez y Gibson, Aaron Camacho
Abel Michaels, Jerry LeVesque
Nesho Hillard, LaShawn Powell
Ben Grant, Brian Hughes
Allen Gimenez, Jose Zelaya
Paul Herrera, Desma Simon
Alden Paguia, Jason Garza
Luke Kane, Tom Johnson
Tristen Sakurada, Robert Lara
Marc Villanueva, Kyle Carey
Sasan Helmi, Brent Toda
Christopher Keithley, Dan Nichols
David Wilkinson, Jason Harris
Keith Kodama, Teak Holley
Frank So, Henry Villanueva
Chris Keim, Francis Jimenez
Royal Roshto, Seth Chham
Julius Hipolito, Kegan Clark
Joe Chi, Sarah Chung
Ronald Emile, Timothy Jones
Kevin Lu, Adam Cortright

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through the Internet.

Phone: (310) 255-2050

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